

# **NATIONAL INTERCLUB SEVENS 2024**

## **Conditions of Play**

(Updated 7<sup>th</sup> December 2023)



**BOWLS**  
NEW ZEALAND  
AOTEAROA

## **1. STATUS**

- 1.1 These Conditions of Play are supplementary to Bowls New Zealand Regulation 8 – National Events.
- 1.2 These Conditions of Play are also made in accordance with Law 55.3 of the Laws of the Sport, which permits Bowls New Zealand as a Controlling Body to establish conditions of play to cover certain aspects of the sport. These Conditions of Play set out the conditions of play for the Bowls New Zealand National Interclub Sevens and apply to all players, Clubs and Centres participating in the Event.
- 1.3 These Conditions of Play have been developed and issued by the Bowls New Zealand Chief Executive in accordance with Regulation 8 – National Events.

## **2. NAME OF EVENT, DATES AND VENUES**

- 2.1 **NAME OF EVENT:** Bowls New Zealand National Interclub Sevens
- 2.2 **DATES:** 4<sup>th</sup> – 7<sup>th</sup> April 2024 inclusive.
- 2.3 **VENUE:** Clubs throughout the Auckland and North Harbour centres.

## **3. CONTROLLING BODY**

- 3.1 Bowls New Zealand.
- 3.2 Tournament Director – Bowls New Zealand Tournament Director.

## **4. DEFINITIONS**

- 4.1 The words and phrases used in these Conditions of Play shall have the same meaning as defined in Regulation 8 – National Events and the Constitution of Bowls New Zealand, unless otherwise specified in these Conditions of Play. For avoidance of doubt, the conventions used in the Laws of the Sport shall *not* apply to these Conditions of Play unless expressly stated.

**Bowls New Zealand Tournament Director** means the person appointed by Bowls New Zealand for the Championships on such terms and conditions as Bowls New Zealand determines.

**Event** means the Bowls New Zealand National Interclub Sevens.

**Game** means a singles, pairs or fours contest played in any match.

**Laws of the Sport** means the World Bowls Laws of the Sport of Bowls (Crystal Mark Fourth Edition) and includes the domestic regulations of Bowls New Zealand.

**Match** means the three games in each discipline played between the two centres.

**Season** is the period of competition for the game of Bowls which for the purposes of these Conditions of Play shall commence on 1st July and end on 30th June the following year.

## 5. **ENTRY**

- 5.1 Centres must notify Bowls NZ **by 30<sup>th</sup> January 2024** of their intention to enter this event.
- 5.2 An Entry Fee of \$225 (GST incl) shall be paid by each centre per side entered in the event. **This fee is payable by 20<sup>th</sup> February 2024** and an invoice will be issued to the centre by Bowls New Zealand in January.
- 5.3 The player information form, including Code of Conduct acceptance, (attached as Appendix A) must be filled in by Centres and returned to Bowls New Zealand by **20<sup>th</sup> March 2024**. This date must be strictly adhered to. All players must be full playing members of the Bowls New Zealand affiliated bowling club they are representing.
- 5.4 If a player is part of a club's Interclub Sevens team, that player is not eligible to represent another club in another centre's Interclub Sevens competition, that advances to the National Interclub Sevens Finals, or be selected to represent another club in the National Interclub Sevens Finals.

*For clarity, players cannot be selected in two clubs across multiple centres in an interclub sevens pathway event. This rule only applies to an interclub event that progresses to the National interclub Sevens Finals in April.*

## 6. **TRIAL ENDS**

- 6.1 Pursuant to Law 5.1 of the Laws of the Sport trial ends will be allowed before competition commences each day.
- 6.2 In the event that a player / team has a bye in the first round of the day, they will be entitled to practice (on another available rink); and to have trial ends (on the rink of play along with their opponents). If a player / team has a bye in a subsequent round then they will only be entitled to practice (on another available rink).
- 6.3 Should players be required to change greens during the day an extra set of trial ends will be allowed.

## 7. **PLAYING FORMAT (Applicable for both Men and Women)**

- 7.1 The format and rules for all games are as follows:
- (a) A Centre must conduct a competition that allows all Clubs within their Centre to enter one (or more at the Centre's discretion) side(s) in the Event.
  - (b) Clubs with 10 or less financial members of the same gender may be allowed to enter a combined side with another Club of similar size and gender for the Event. Bowls New Zealand must be approached prior to the event's commencement to seek approval for a composite side to be included in the centre event.
  - (c) Clubs who qualify for the National Finals may re-select their team for the National Finals from players that were full playing members of the club at the time the club won the Centre Championship.
  - (d) Entries will be drawn into four sections. A round robin will be played in each section. Each team will compete against their scheduled opposing team in all three disciplines in each round.

- (e) The section(s) of seven teams (if any) will play two games on Thursday commencing at 11.30am and 2.30pm at venues to be decided and then follow the same playing schedule as the sections of six teams (below).

The section(s) of six teams (if any) will play three games on Friday commencing at 8.30am, 11.30am and 2.30pm, and two games on Saturday commencing at 8:00am and 11:00am.

Quarter Finals will be played on Saturday 6<sup>th</sup> April at 2.30pm (or as soon as possible after this time)

Semi Finals will be played on Sunday 7<sup>th</sup> April at 8.30am

Finals will be played on Sunday 7<sup>th</sup> April at 11.30am (or as soon as possible after this time)

- (f) Absentee Players: If, **15 minutes** after the scheduled start time for a game, one or more players are absent from a team, the defaulting team will forfeit the game to their opponents.

- (g) All qualifying games will be played under the traditional format as below:

- i. **Singles:** 21 Shots up or Time Limit 2¾ Hours – whichever comes first
- ii. **Pairs:** 18 Ends or Time Limit of 2 ¾ Hours – whichever comes first
- iii. **Fours:** 15 Ends or Time Limit of 2 ¾ Hours – whichever comes first

- (h) The time signals for each game shall be as follows:

The commencement of play and the expiry of time shall be signalled by the Umpire by a bell or some other means clearly audible to the players concerned. Where the time limit is not common to all games on any green, the Umpire shall notify the opponents or skips in individual games when the time limit has expired.

If in a time limit game the jack has been delivered before the time signal, the end continues and if it is subsequently made dead it should be replayed until it is completed.

- (i) Ends made dead shall be replayed in accordance with Law 20 of the Laws of the Sport.

- (j) The finishing position of each team in each section shall be determined as follows:

- (i) Highest match points (refer definitions in clause 4.1 above) gained in the qualifying rounds (where two points shall be awarded for each match won and one point will be awarded for each match drawn).
- (ii) Where teams are tied on match points, the team with the highest game (refer definitions in clause 4.1 above) points shall determine the finishing order (for each game won within a match, one game point shall be awarded and for each game tied, half a game point shall be awarded).

- (iii) Where two or more teams are tied on match and game points at the end of the qualifying rounds, the team which has the highest total net shots (shots gained less shots conceded equals total net shots) shall be the superior team.
- (iv) If, at the end of the qualifying rounds, match points, game points and total net shots are unable to separate two or more teams, the team with the highest total of shots gained across all games in all matches shall be the superior team. If two or more teams remain equal after this calculation, the team with the least number of shots conceded across all games in all matches shall be the superior team.
- (v) In the unlikely event that two teams remain tied after (iv) above, the team that won the match when the two teams met shall be the superior team. If that match was tied, an extra end shall be played between the teams in all three disciplines. The teams which wins two of those three ends shall be the superior team.
- (k) The top two placed teams in each section will progress to post section.
- (l) A pre-determined draw will be used for post section play. The team which wins two of the three games in their match shall progress to the next knockout round.
- (m) There is no time limit in any post section match except where clause 7.2 (below) is applied.
- (n) In post-section play Law 28 of the Laws of the Sport will apply. If the scores are equal when all ends have been played then an extra end should be played to decide the winner of any game. Only the discipline with the tie will play an extra end.

## 7.2 Alterations to the Format & Length of Games

- (a) The Controlling Body reserves the right to alter the format, times of play and greens to suit local unforeseen circumstances, giving as much notice as practical
- (b) Where a programme is interrupted or cannot be completed due to inclement weather or local conditions, the Controlling Body may amend the format and length of games to achieve a result. (Refer Appendix B.)

## 7.3 Restricting the Movement of Players

Prior to the start of each end, the following players will take their positions at the mat-end of the green:

Pairs: The leads

Fours: The leads and the seconds

In time limit games as per this Regulation, the movement of players during play shall be restricted as specified in Appendix A. 4.1 - Laws of the Sport as follows:

- (a) After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.

i. **Singles Games:**

The opponents: after delivery of their third and fourth bowls.

ii. **Pairs Games** (each player playing three bowls):

- the Leads: after delivery of their third bowl; and
- the Skips; after delivery of their second and third bowls

iii. **Fours Games:**

- the Leads: after the second player in their team has delivered their second bowl
- the Seconds: after delivery of their second bowl
- the Thirds: after delivery of their second bowl
- the Skips: after delivery of each of their bowls.

(b) In exceptional and limited circumstances, a Singles player can ask the Marker for permission to walk up to the head, or a Skip can ask that a player walks up to the head earlier than described in Appendix A.4.1.

(c) If a player does not meet the requirements of Appendix A.4.1, Law 13 of the Laws of the Sport shall apply.

#### 7.4 Defaults

If a team or player defaults their score will be recorded as a loss. The non-offending team will be awarded a win and the average winning and losing shots scored by the winning teams in the same discipline in the same round of the same section.

#### 7.5 Coaches

It shall be permissible for any Coach to advise their player(s) during the course of the Event in accordance with Law 44 of the Laws of the Sport from outside the boundaries of the green.

### 8. **SUBSTITUTES**

8.1 Substitutes and changes to original team members will be allowed in terms of Bowls New Zealand Domestic Regulation 1 Clause 2.

### 9. **FOOTWEAR AND CLOTHING:**

9.1 Shoes or sandals may be worn by players when playing on a bowling green. All footwear must be flat soled and heel-less. Soles may be of a non-slip material with a slightly abrasive surface.

9.2 Any Player with a physical disability may use an appropriate support, wheelchair or bowling aid, provided that the same is so made that its use causes no damage to the green. (Refer to Bowls New Zealand Regulation 1 Clause 17.)

9.3 For any Tournament other than a Club Tournament, players in Singles and members of Teams or Sides must wear garments of the same colour/design as determined by the Tournament Controlling Body. This means all members of a Team or Side wearing the same colour trousers/shorts/skirts as well as shirts/tops. Any garment may have logos displayed, but the Controlling Body may impose conditions relating to sponsors logos to ensure there is no conflict with a Tournament Sponsor.

9.4 Failure to comply with clause 9 will result in the offending Team or Side being defaulted for each round until they comply with clause 9.

**10. SMOKING, ALCOHOL AND BETTING:**

10.1 Subject to any further restrictions in specific Conditions of Play, the following smoking, alcohol and sports betting policies apply:

(a) There shall be no smoking or vaping anywhere in a Club house or on the greens or surrounds at a National Event. Smoking or vaping may only occur in designated smoking or vaping areas.

(b) The drinking of alcohol at a National Event is restricted to areas in accordance with the Club's licence.

(c) This event is one on which sports betting is permissible. All players participating in the event, Umpires/Technical Officials and all other officials officiating at the event are prohibited from placing bets and benefiting financially from bets placed by others.

**11. OFFICIALS:**

11.1 The appointed Chief Technical Official/Umpire will be responsible for ensuring that Technical Official/Umpires are allocated at all venues in use for the Event. For post section play Technical Official/Umpires should be Level 2 or above.

**12. JURY OF APPEAL:**

12.1 A Jury of Appeal shall be appointed by the Bowls NZ CEO for the purpose of deciding upon any points not provided in the conditions of play and/or for dealing with any referrals or appeals from decisions made by Technical Officials (Law 43.2.6 of the Laws of the Sport and Rule 14.4 of Regulation 8).

**13. MEDALS:**

13.1 All players reaching the semi-finals or further will receive a Bowls New Zealand certificate (on request) and a bronze or silver medal; winners in all disciplines will receive a Bowls New Zealand gold medal and winner's cap.

**14. FINANCIAL:**

14.1 Bowls New Zealand is responsible for the budgeting and financial control of the Event.

**15. MEDIA:**

15.1 Some games in this Event may be broadcast on one or more digital platforms, and some moments during the Event may be captured by photographers. By participating in the Event, each participant acknowledges the right of Bowls New Zealand to broadcast or use

photographic images of any participant during the Event for the benefit of the promotion of the game at any time during or after the Event.



APPENDIX A



NATIONAL INTERCLUB SEVENS 2024  
TEAM REGISTRATION

CLUB NAME: \_\_\_\_\_ MEN'S / WOMEN'S PLAYER LIST (Delete one)

Player Names:

1 \_\_\_\_\_ (Singles)

2 \_\_\_\_\_ (Pairs)

3 \_\_\_\_\_ (Pairs)

4 \_\_\_\_\_ (Fours)

5 \_\_\_\_\_ (Fours)

6 \_\_\_\_\_ (Fours)

7 \_\_\_\_\_ (Fours)

Coach's Details:

Name: \_\_\_\_\_

Mobile Number: \_\_\_\_\_

Email Address: \_\_\_\_\_

Bowls New Zealand Accredited: Yes / No (Delete one)

The above listed acknowledge that their involvement in the National Interclub Sevens 2024 is subject to the Bowls New Zealand Regulations (including Code of Conduct and the Conditions of Play).

Please complete and return this registration form to Bowls New Zealand no later than 20<sup>th</sup> March 2024 by email to [chris@bowlsnewzealand.co.nz](mailto:chris@bowlsnewzealand.co.nz) or by post to Bowls New Zealand, P O Box 62 502, Greenlane, Auckland, 1546.

## APPENDIX B

### Interruption to Play:

In the event of play at any venue being prevented by weather (or other unforeseen circumstances) the following protocols shall assist the Tournament Director in making a fair and reasonable decision:

- a) In all circumstances, the impact of the interruption on any green shall be treated in isolation; i.e. the entire event shall not be automatically impacted by the circumstances that have caused a delay in play on any green.
- b) The greenkeeper shall have the right to close a green at any time during the scheduled day's play when the continuation of play presents a health and safety threat to players and / or, in the opinion of the greenkeeper, risks damage to the green.
- c) Where the interruption is likely to mean a significant delay in the schedule of play for the day the Tournament Director, in conjunction with the umpire(s) present and / or the venue controller, may alter the Conditions of Play for that green. These changes may allow for play to:
  - i. continue on an artificial green (if available and / or previously allocated to the affected green in the event of interruption), or
  - ii. be reduced to allow for all remaining games on the affected day to be completed once play is possible again.

Any decision relating to an interruption in play shall be made with the intention of ensuring that the integrity of the tournament is preserved, and the health and safety of players and officials is not compromised.

- d) Where the options in c) (above) do not allow for a resumption in play on the affected day, the Tournament Director shall consider a reduction in either the number of games, or the length of games, to be played in the days subsequent to the interruption.
- e) Where the affected games are part of the qualification rounds the Tournament Director may deem that a player / team shall qualify for post-section play providing they have not already lost the number of games (as per the Conditions of Play) that would make it impossible for them to qualify.

## APPENDIX C

### Additional Information for Clubs and Players:

#### Catering

Not all hosting venues will have catering / food available for sale to players, so players should be aware that they need to make their own arrangements regarding their personal catering requirements.

#### Bar

Clubs are not expected to open their bar outside of the hours of their bar licence but are encouraged to operate their bar as usual for the benefit of the players and officials and supporters.

#### Results Recording

Host clubs shall provide a results recorder. Where a club requires assistance for their results recorder, the appointed umpire shall be encouraged to provide support in this space.